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1 PROXHY: a process-oriented extensible hypertext architecture

◼

Charles J. Kacmar, John J. Leggett

October 1991 **ACM Transactions on Information Systems (TOIS)**, Volume 9 Issue 4

Full text available: 📄 pdf(1.56 MB)   Additional Information: full citation, references, citings, index terms, review

2 The digital library integrated task environment (DLITE)

◼

Steve B. Cousins, Andreas Paepcke, Terry Winograd, Eric A. Bier, Ken Pier

July 1997 **Proceedings of the second ACM international conference on Digital libraries**

Full text available: 📄 pdf(1.57 MB)   Additional Information: full citation, references, citings, index terms

Keywords: digital library, direct-manipulation, holophrasting, user interface, world-wide web

3 1-1 Rendering: blue-c API: a multimedia and 3D video enhanced toolkit for collaborative VR and telepresence

◼

Martin Naef, Oliver Staadt, Markus Gross

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**

Full text available: 📄 pdf(303.92 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we present the blue-c application programming interface, a software toolkit for media-rich, collaborative, immersive virtual reality applications. The blue-c API provides easy to use interfaces to all blue-c technology, including immersive projection, live 3D video acquisition and streaming, audio, tracking, and gesture recognition. The integration of multimedia data, including 2D video, 3D video, and animation, into the scene graph is presented. We emphasize on our performance-opt ...

Keywords: 3D video, collaborative virtual environments, multimedia, telepresence, virtual reality software system

4 Meta objects for access control: a formal model for role-based principals

◼

Thomas Riechmann, Franz J. Hauck

January 1998 **Proceedings of the 1998 workshop on New security paradigms**

Full text available: pdf(722.60 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

5 <u>Evaluating the visual fidelity of physically based animations</u>
Carol O'Sullivan, John Dingliana, Thanh Giang, Mary K. Kaiser
July 2003   **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(1.78 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

For many systems that produce physically based animations, plausibility rather than accuracy is acceptable. We consider the problem of evaluating the visual quality of animations in which physical parameters have been distorted or degraded, either unavoidably due to real-time frame-rate requirements, or intentionally for aesthetic reasons. To date, no generic means of evaluating or predicting the fidelity, either physical or visual, of the dynamic events occurring in an animation exists. As a fi ...

Keywords: animation, collision handling, evaluation, perceptual metrics, plausible simulation

6 <u>Extending hypertext streaming protocol to realize effective web page transmission via a caching proxy</u>
Tadashi Nakano, Kaname Harumoto, Shinji Shimojo, Shojiro Nishio
March 2001 **Proceedings of the 2001 ACM symposium on Applied computing**

Full text available: pdf(335.37 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

Keywords: HTSP, WWW, inline object, transmission order control caching proxy

7 <u>Visibility sorting and compositing without splitting for image layer decompositions</u>
John Snyder, Jed Lengyel
July 1998   **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(591.53 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: compositing, kd-tree, nonsplitting layered decomposition, occlusion cycle, occlusion graph, sprite, visibility sorting

8 <u>Architecture and performance of server-directed transcoding</u>
Björn Knutsson, Honghui Lu, Jeffrey Mogul, Bryan Hopkins
November 2003 **ACM Transactions on Internet Technology (TOIT)**, Volume 3 Issue 4

Full text available: pdf(927.92 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Proxy-based transcoding adapts Web content to be a better match for client capabilities (such as screen size and color depth) and last-hop bandwidths. Traditional transcoding breaks the end-to-end model of the Web, because the proxy does not know the semantics of the content. *Server-directed transcoding* preserves end-to-end semantics while supporting aggressive content transformations.We show how server-directed transcoding can be integrated into the HTTP protocol and into the implementat ...

Keywords: HTTP, proxy, transcode, web

9 <u>Intuitive interfaces for animation: Crowdbrush: interactive authoring of real-time crowd scenes</u>

Branislav Ulicny, Pablo de Heras Ciechomski, Daniel Thalmann

August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Full text available: <u>pdf(568.92 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Recent advances in computer graphics techniques and increasing power of graphics hardware made it possible to display and animate large crowds in real-time. Most of the research efforts have been directed towards improving rendering or behavior control; the question how to author crowd scenes in an efficient way is usually not addressed. We introduce a novel approach to create complex scenes involving thousands of animated individuals in a simple and intuitive way. By employing a brush metaph ...

10 <u>Geometric algorithms for animation: Geometry videos: a new representation for 3D animations</u>

Hector M. Briceño, Pedro V. Sander, Leonard McMillan, Steven Gortler, Hugues Hoppe

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer animation**

Full text available: <u>pdf(3.72 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We present the "Geometry Video," a new data structure to encode animated meshes. Being able to encode animated meshes in a generic source-independent format allows people to share experiences. Changing the viewpoint allows more interaction than the fixed view supported by 2D video. Geometry videos are based on the "Geometry Image" mesh representation introduced by Gu et al. [4]. Our novel data structure provides a way to treat an animated mesh as a video sequence (i.e., 3D image) and is ...

11 <u>Building objects and interactors for collaborative interactions with GASP</u>

Thierry Duval, David Margery

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: <u>pdf(429.82 KB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

Keywords: distributed interactions, distributed virtual reality, human-computer interfaces, synchronous cooperation

12 <u>2-1 Modeling: Realistic virtual hand modeling with applications for virtual grasping</u>

Huagen Wan, Yang Luo, Shuming Gao, Qunsheng Peng

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**

Full text available: <u>pdf(508.50 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In virtual environments, virtual hand interactions play key roles in the human-computer interface. Specifically, the virtual grasping of 3D objects provides an intuitive way for users to interact with virtual objects. This paper demonstrates the creation of a sophisticated virtual hand model simulating natural anatomy in its appearance and motion. To achieve good visual realism, the virtual hand is modeled with metaball modeling, and visually enhanced by applying texture mapping. For realistic k ...

Keywords: 3d interaction, dataglove, modeling, virtual grasping, virtual hand

13 <u>Why use computers to make drawings?</u>
George Whale
October 2002 **Proceedings of the fourth conference on Creativity & cognition**
Full text available: <u>pdf(300.47 KB)</u>   Additional Information: <u>full citation, abstract, references, index terms</u>

In the field of art and design, there are some circumstances in which the use of computers for drawing would seem to confer few tangible benefits; and in situations where computers are productively employed, usage is often tightly bound by convention. Consequently, some practioners doubt whether the technology has anything new to offer them. In this paper, a wide-ranging review of contemporary, computer-mediated drawing leads the author to conclude that such scepticism is unfounded - that comput ...

Keywords: collaborative art, computer aided design, computer art, creative programming, digital tools, drawing

14 <u>8-2 Distributed, collaborative & clustered VRC: AR for the masses: building a low-cost portable AR system from off-the-shelf components</u>
Hsiang-Ting Chen, Chun-Fa Chang
June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**
Full text available: <u>pdf(305.15 KB)</u>   Additional Information: <u>full citation, abstract, references, index terms</u>

To create the illusion that a virtual object coexists with physical objects and its environment is always an important goal in the research of augmented reality. Though there are already many commercial products on the market, they are too expensive, too cumbersome or too hard to set up for an ordinary user. Our "AR for the masses" system is cheap to build, easy to set up, and it does not require the users to wear a head-mounted display (HMD). Its cost is low because the whole system consists of ...

Keywords: augmented reality, calibration, camera, low-cost, projector

15 <u>A social proxy for distributed tasks: design and evaluation of a working prototype</u>
Thomas Erickson, Wei Huang, Catalina Danis, Wendy A. Kellogg
April 2004 **Proceedings of the 2004 conference on Human factors in computing systems**
Full text available: <u>pdf(639.03 KB)</u>   Additional Information: <u>full citation, abstract, references, index terms</u>

This paper describes an approach to managing tasks and processes that are distributed across a large number of people. The basic idea is to use a social visualization called a task proxy to create a shared awareness amongst the participants in a task or process. The process awareness provided by the task proxy enables its users to monitor the task state, the states of participants, and to communicate with those in particular states. We describe the concept, a first prototype, its evaluation, and ...

Keywords: CSCW, awareness, design, process awareness, social computing, social proxy, task support, visualization, workflow

16 <u>Reflection in an object-oriented concurrent language</u>
Takuo Watanabe, Akinori Yonezawa
January 1988 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented**

programming systems, languages and applications, Volume 23 Issue 11

Full text available: pdf(1.19 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Our work is along the line of the work of B. Smith and P. Maes. We first discuss our notion of reflection in object-oriented concurrent computation and then present a reflective object-oriented concurrent language ABCL/R. We give several illustrative examples of reflective programming such as (1) dynamic concurrent acquisition of "methods" from other objects, (2) monitoring the behavior of concurrently running objects, and (3) augmentation of th ...

17 Hatching and shading: Lumo: illumination for cel animation

Scott F. Johnston
June 2002 **Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(18.16 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

A method is presented to approximate lighting on 2D drawings. The specific problem solved is the incorporation of 2D cel animation into live-action scenes, augmenting the existing method of drawn "rims and tones" with subtle environmental illumination. The image-based tools developed to solve the problem have both photorealistic and non-photorealistic applications.

Keywords: cel animation, non-photorealistic rendering, sparse interpolation

18 Pavilion: a middleware framework for collaborative Web-based applications

P. K. McKinley, A. M. Malenfant, J. M. Arango
November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**

Full text available: pdf(1.92 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper describes Pavilion, an object-oriented middleware framework for developing collaborative web-based applications. Pavilion enables a developer to construct new applications by inheriting and extending its default functionality. Reusable and extensible Pavilion components include interfaces to common web browsers, a reliable multicast protocol tailored for delivery of web resources, a leadership protocol for floor control, and a highly modular proxy server that supports data type-s ...

19 Multiresolution green's function methods for interactive simulation of large-scale elastostatic objects

Doug L. James, Dinesh K. Pai
January 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 1

Full text available: pdf(8.69 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present a framework for low-latency interactive simulation of linear elastostatic models, and other systems arising from linear elliptic partial differential equations, which makes it feasible to interactively simulate large-scale physical models. The deformation of the models is described using precomputed Green's functions (GFs), and runtime boundary value problems (BVPs) are solved using existing Capacitance Matrix Algorithms (CMAs). Multiresolution techniques are introduced to control the ...

Keywords: Capacitance matrix, Green's function, deformation, elastostatic, fast summation, force feedback, interactive real-time applications, lifting scheme, real-time, updating, wavelets

20 <u>Directness and liveness in the morphic user interface construction environment</u>
John H. Maloney, Randall B. Smith
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and
software technology**
Full text available: <u>pdf(974.15 KB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: animation, automatic layout, direct manipulation, directness, live editing, liveness, structural reification, user interface construction, user interface frameworks

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☐ 1. Document ID: US 6831642 B2

L20: Entry 1 of 13   File: USPT   Dec 14, 2004

US-PAT-NO: 6831642
DOCUMENT-IDENTIFIER: US 6831642 B2

TITLE: Method and system for forming an object proxy

DATE-ISSUED: December 14, 2004

INVENTOR-INFORMATION:
NAME	CITY	STATE	ZIP CODE	COUNTRY
Mech; Radomir	Mountain View	CA		

US-CL-CURRENT: 345/420

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De |

☐ 2. Document ID: US 6782539 B2

L20: Entry 2 of 13   File: USPT   Aug 24, 2004

US-PAT-NO: 6782539
DOCUMENT-IDENTIFIER: US 6782539 B2

TITLE: Data processing for video special effects system

DATE-ISSUED: August 24, 2004

INVENTOR-INFORMATION:
NAME	CITY	STATE	ZIP CODE	COUNTRY
Gould; Antony James	Basingstoke			GB

US-CL-CURRENT: 719/315; 719/310, 719/331, 719/332

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De |

☐ 3. Document ID: US 6772168 B2

L20: Entry 3 of 13   File: USPT   Aug 3, 2004

US-PAT-NO: 6772168
DOCUMENT-IDENTIFIER: US 6772168 B2

TITLE: Object relationship management system

DATE-ISSUED: August 3, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ardoin; Jean-Louis	Clamart			FR
Eade; Richard M.	Madison	AL		
Patience; Robert	Hunrsville	AL		
Falasse; Alain	Paris			FR
Brann; Dave L.	Huntsville	AL		
Attilio; Gerard J.	Madison	AL		
Arce; Alfredo	Madison	AL		

US-CL-CURRENT: 707/102

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw D |

☐ 4. Document ID: US 6510469 B1

L20: Entry 4 of 13   File: USPT   Jan 21, 2003

US-PAT-NO: 6510469
DOCUMENT-IDENTIFIER: US 6510469 B1

TITLE: Method and apparatus for providing accelerated content delivery over a network

DATE-ISSUED: January 21, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Starnes; Darrell J.	Tomball	TX		
Elwahab; Amgad M.	Houston	TX		
Gabler; Jeffrey R.	Tomball	TX		
Giap; Steven C.	Houston	TX		
Kothari; Rupali M.	Houston	TX		
Pronev; Svilen B.	Cypress	TX		
Stewart; Christopher H.	Tomball	TX		

US-CL-CURRENT: 709/247; 709/203, 709/217, 709/246

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw D |

☐ 5. Document ID: US 6442651 B2

L20: Entry 5 of 13   File: USPT   Aug 27, 2002

US-PAT-NO: 6442651
DOCUMENT-IDENTIFIER: US 6442651 B2

TITLE: Shared cache parsing and pre-fetch

DATE-ISSUED: August 27, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Crow; Doug	Issaquah	WA		
Bonkowski; Bert	Waterloo			CA
Czegledi; Harold	Waterloo			CA
Jenks; Tim	Seattle	WA		

US-CL-CURRENT: <u>711/118</u>; <u>709/203</u>, <u>709/213</u>, <u>711/130</u>, <u>711/141</u>

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D

☐ 6. Document ID: US 6393526 B1

L20: Entry 6 of 13   File: USPT   May 21, 2002

US-PAT-NO: 6393526
DOCUMENT-IDENTIFIER: US 6393526 B1

TITLE: Shared cache parsing and pre-fetch

DATE-ISSUED: May 21, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Crow; Doug	Issaquah	WA		
Bonkowski; Bert	Waterloo			CA
Czegledi; Harold	Waterloo			CA
Jenks; Tim	Seattle	WA		

US-CL-CURRENT: <u>711/137</u>; <u>709/213</u>, <u>711/141</u>

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D

☐ 7. Document ID: US 6292804 B1

L20: Entry 7 of 13   File: USPT   Sep 18, 2001

US-PAT-NO: 6292804
DOCUMENT-IDENTIFIER: US 6292804 B1

TITLE: Object relationship management system

DATE-ISSUED: September 18, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ardoin; Jean-Louis	Clamart			FR
Eade; Richard M.	Madison	AL		
Patience; Robert	Huntsville	AL		
Falasse; Alain	Paris			FR
Brann; Dave L.	Huntsville	AL		
Attilio; Gerard J.	Madison	AL		
Arce; Alfredo	Madison	AL		

US-CL-CURRENT: 707/102

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D

☐ 8.   Document ID: US 6199082 B1

L20: Entry 8 of 13   File: USPT   Mar 6, 2001

US-PAT-NO: 6199082
DOCUMENT-IDENTIFIER: US 6199082 B1

TITLE: Method for delivering separate design and content in a multimedia publishing system

DATE-ISSUED: March 6, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ferrel; Patrick J.	Seattle	WA		
Meyer; Robert F.	Redmond	WA		
Millet; Stephen J.	Seattle	WA		
Shewchuk; John P.	Seattle	WA		
Smith; Walter W.	Seattle	WA		

US-CL-CURRENT: 715/522; 715/515

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D

☐ 9.   Document ID: US 6161126 A

L20: Entry 9 of 13   File: USPT   Dec 12, 2000

US-PAT-NO: 6161126
DOCUMENT-IDENTIFIER: US 6161126 A

TITLE: Implementing force feedback over the World Wide Web and other computer networks

DATE-ISSUED: December 12, 2000

INVENTOR-INFORMATION:

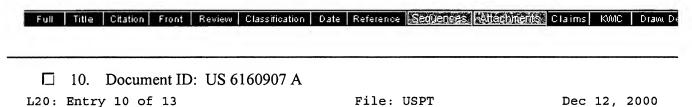| NAME	CITY	STATE	ZIP CODE	COUNTRY
Wies; Evan F.	Mountain View	CA		
Chang; Dean C.	Santa Clara	CA		
Rosenberg; Louis B.	San Jose	CA		
Tan; Sian W.	Mountain View	CA		
Mallett; Jeffrey R.	Boulder Creek	CA		

US-CL-CURRENT: 709/203; 709/217, 709/219

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De |

☐ 10.   Document ID: US 6160907 A

L20: Entry 10 of 13   File: USPT   Dec 12, 2000

US-PAT-NO: 6160907
DOCUMENT-IDENTIFIER: US 6160907 A

TITLE: Iterative three-dimensional process for creating finished media content

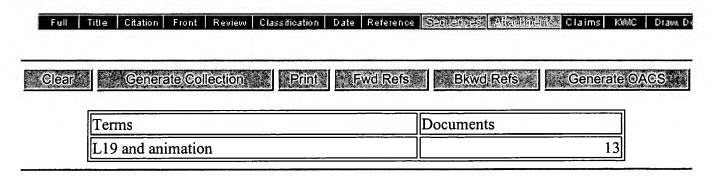DATE-ISSUED: December 12, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Robotham; John S.	Belmont	MA		
French; Michael T.	Newburyport	MA		
Rawley; Curt A.	Windham	NH		

US-CL-CURRENT: 382/154; 345/419, 345/420, 345/473, 382/282, 382/285, 715/500.1, 715/723

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De |

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☐ 11. Document ID: US 6084590 A

L20: Entry 11 of 13   File: USPT   Jul 4, 2000

US-PAT-NO: 6084590
DOCUMENT-IDENTIFIER: US 6084590 A

TITLE: Media production with correlation of image stream and abstract objects in a three-dimensional virtual stage

DATE-ISSUED: July 4, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Robotham; John S.	Belmont	MA		
Rawley; Curt A.	Windham	NH		

US-CL-CURRENT: 345/419; 345/473

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw D

☐ 12. Document ID: US 6018619 A

L20: Entry 12 of 13   File: USPT   Jan 25, 2000

US-PAT-NO: 6018619
DOCUMENT-IDENTIFIER: US 6018619 A
** See image for **Certificate of Correction** **

TITLE: Method, system and apparatus for client-side usage tracking of information server systems

DATE-ISSUED: January 25, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Allard; James E.	Seattle	WA		
Treadwell, III; David R.	Woodenville	WA		
Ludeman; John F.	Redmond	WA		

US-CL-CURRENT: 709/224; 709/211, 709/215, 709/216, 709/229

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw D |

☐   13.   Document ID: US 5692184 A

L20: Entry 13 of 13   File: USPT   Nov 25, 1997
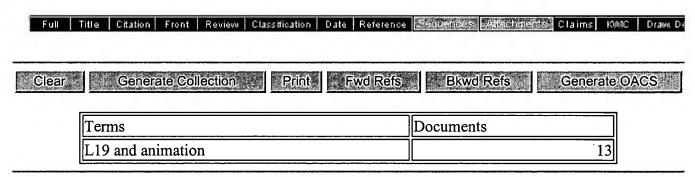
US-PAT-NO: 5692184
DOCUMENT-IDENTIFIER: US 5692184 A

TITLE: Object relationship management system

DATE-ISSUED: November 25, 1997

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ardoin; Jean-Louis	Clamart			FR
Eade; Richard M.	Madison	AL		
Patience; Robert	Huntsville	AL		
Falasse; Alain	Paris			FR
Brann; Dave L.	Huntsville	AL		
Attilio; Gerard J.	Madison	AL		
Arce; Alfredo	Madison	AL		

US-CL-CURRENT: 707/103R

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw D |

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